THE ULTIMATE DRAGON WARRIORS ZINE

CASKET OF FAYS

ISSUE TWELVE

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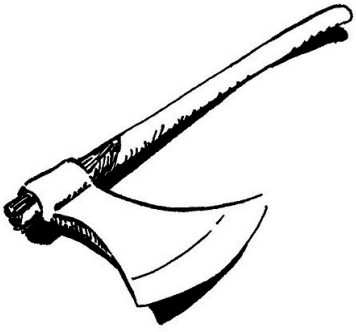

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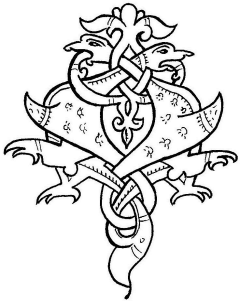


Unlimited Bizarre and Dangerous Adversaries! (Part Two)

Andrew Wright

In the first part of this article, we looked at a holistic method of eyeballing the stats when converting Advanced Fighting Fantasy monsters for Dragon Warriors.[1] In this second half, we'll consider a more mechanical approach, simultaneously looking at all the AFF stats and what their DW analogs could be. These are:

SKILL: Double this to get ATTACK. To get DEFENCE, multiply it by three quarters, rounding down.

STAMINA: This determines a creature's Health Points range as shown in Table 1: STAMINA.

WEAPON: Standard AFF weaponry can be converted into DW weapons easily enough as both systems have roughly identical lists of medieval melee and missile weapons. For the natural weaponry of creatures, refer to Table 2: Natural Weaponry.

Don't forget all DW weapon values will also be altered if the creature possesses a Damage Modifier, detailed in Table 3: Damage Modifiers and below:

DAMAGE MODIFIER: This affects DW weapon values as follows:

For example, a monster with a Small Bite (d4, 3) with a -1 Damage Modifier, would alter the weapon values to (d4-1, 2).

[1] In Casket of Fays #11, Unlimited Bizarre and Dangerous Adversaries! (Part One), which also brought Gnolls to Legend.

Table 1: STAMINA

STAMINA	Health Points	STAMINA	Health Points
3-5	1d6	12-14	4d10
6-7	1d6+4	15-18	5d6+8
8-9	2d6+5	19-24	6d10
10-11	3d6+6	25+	8d10

Table 2: Natural Weaponry

AFF	DW
Small Claw/Bite:	(d4, 3)
Large Claw/Bite:	(d6, 4)
Very Large Claw/Bite:	(d10, 6)
Unarmed (Human-size):	(d3, 2)
Unarmed (Large-size):	(d8, 5)

Table 3: Damage Modifiers (DR=Damage Roll)

AFF Damage Modifier	1 Damage	-1 to DR	+1 to DR	+2 to DR	Double Damage
DW Weapon Values Modifier	-2	-1	+1	+2	+4

ARMOUR: Table 4 converts AFF armour types into the equivalent DW Armour Factor.

If the AFF monster has a shield of any sort, they are allowed a Shield Roll.

HABITAT: AFF Habitat types convert easily into the DW habitats on Table 5.

NUMBER ENCOUNTERED: This can be considered identical to the DW score.

TYPE: AFF Creature Types convert easily using Table 6.

REACTION: This can be considered as a rough guide to the monster's behaviour and general demeanour.

INTELLIGENCE: This can be used to generate a monster's MAGICAL DEFENCE, unless the monster has spellcasting abilities, in which case their MAGICAL DEFENCE will depend on their Rank Equivalent. A rough conversion of Intelligence to MAGICAL DEFENCE is as follows.

No Intelligence = MAGICAL DEFENCE of 0 / Low Intelligence = 1 / Average = 2 / High = 3.

Table 4: Armour Types

AFF Armour	AF
No armour	0
L. Monster Armour	1
Leather Cuirass	1
Chainmail Cuirass	2
Breastplate	2
M. Monster Armour	3
Leather Hauberk	3
Chainmail Hauberk	4
H.Monster Armour	5
Plate Armour	5

Table 5: Habitats

AFF Habitats	DW Habitats
Plains, Towns	Open Country
Wilderness	Open Country
Forest, Jungle	Forest
Hills, Mountains	Hills
Volcanic Areas	Hills
Marsh, Rivers	Swamp
Lakes	Swamp
Towns (Sewers)	Swamp
Ice	Arctic
Desert, Wilderness	Desert
Dungeons, Ruins	Underworld
Caves	Underworld
Sea, Seashore	Waters

Table 6: Creature Types

AFF Types	DW Types	AFF Types	DW Types
Humanoid	Men-Like Creatures	Monster	Monsters
Amphibian, Animal, Bird	Animals	Magical Creature, Plant	Supernatural
Crustacean, Fish, Insect	Animals	Magical Creature, Plant	Creations of Sorcery
Mollusc Reptile	Animals	Demon	Infernal Creatures
		Undead	The Undead

Rank Equivalent: To determine a monster's DW Rank Equivalent, use Table 7 as a rough guide.

Use the lower of SKILL or STAMINA to determine Rank Equivalence.. For every SKILL point over 14 or STAMINA point over 20, add another Rank.

Movement and Evasion: To generate a Movement value and an Evasion score, consider what speed the monster would likely move at, rated from Very Slow to Very Fast, and select the equivalent stats below from Table 8.

Stealth: To generate STEALTH, double the creature's SKILLand modify it as per Table 9, depending on the creature's agility, or lack there-of.

Perception: To get PERCEPTION, multiply the creature's SKILL by three quarters, rounding down, and modify it as Table 10 (which will also yield an appropriate vision type):

Typical Treasure: AFF treasure is determined by the creature's type. To find a DW equivalent, use Table 11:

In terms of converting a creature's special abilities, this may need some careful massaging. As with the previously detailed holistic method in part one of this article, the best approach is to find something similar in DW canon and use its abilities, with or without tweaking as needed. An example is found later in this issue.

Both Fighting Fantasy and Dragon Warriors were spawned during the great fantasy gamebook crossover event of the 1980s and I hope this two-part article has given you some ideas on how to bring these systems even closer together by swapping their many, interesting, hideous creatures and beasts. Happy converting!

Table 7: Rank Equivalence

Rank Equivalent	SKILL	STAMINA
1	1-6	1-6
2	7	7
3	8	8-9
4	9	10-11
5	10	12-13
6	11	14-15
7	12	16-17
8	13	18-19
9+	14+	20+

Table 8: Movement and Evasion

SPEED	Movement	Evasion
Very Slow	4m (8m)	1
Slow	8m (16m)	2
Average	10m (20m)	3
Fast	12m (25m)	4
Very Fast	15m (30m	5

Table 9: Stealth

Creature is…	STEALTH modifier
Very Clumsy	-4
Slightly Clumsy	-2
Slightly Agile	2
Very Agile	4

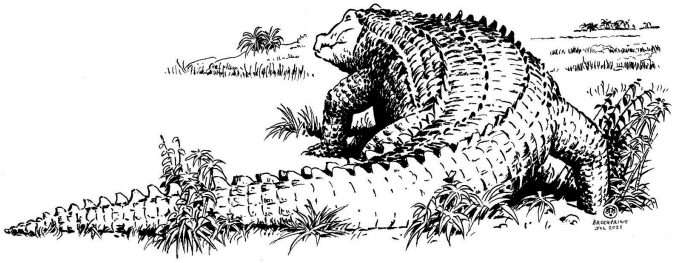


Table 10: Vision

Creature Type	Vision type	PERCEPTION modifier
Most animal types	Normal	0
Most humanoids	Normal	0
Monsters, insects, arachnids	Panoptical	+3
Molluscs and crustaceans	Panoptical	+3
Undead and Demons	Darksight	+2
Goblins and orclike creatures	Darksight	+2
Magical creatures	Gloomsight	+1
Elves and fairy creatures	Elfsight	+1

Table 11: Treasure

Creature Type	Typical Treasure	Creature Type	Typical Treasure
Rich humanoids	Good	Lesser monsters	Scant
Average humanoids	Moderate	Greater Undead	Grand
Poor humanoids	Meagre	Standard Undead	Poor
Mighty monsters	Fabulous	Lesser Undead	None or Scant
Average monsters	Average	All others	None or Scant

FAQs for Dragon Warriors (Part 4)

Dave Morris (compiled by Brock)

First published by Dave Morris, and reprinted here with his kind permission, are questions asked about the Dragon Warriors game along with his replies. There are a lot of them. This follows on from parts 1 – 3, published in Casket of Fays issues 9 – 11.

(35) Exactly what kinds of physical gestures are required for a sorcerer to cast a spell? Does he need one or both hands free?

He needs his left hand free and the gestures are large enough to be noticeable to any observer. Think of a sorcerer's hand gestures to be akin to sign language since in most cases that's exactly what it is: a replacement for words in the Arcane tongue that cannot be spoken by the human voice box.

(36) Is *Bastion* impenetrable to Direct Attack Magic, *Peer*, *Teleport* and *Intangibility*?

You need to be able to see your target to use Direct Attack magic, so in most cases it protects completely. *Peer* is only stopped by metal so it bypasses *Bastion*. Likewise, *Teleport* bypasses *Bastion* since it doesn't go through the intervening space. You cannot use *Intangibility* to walk through a *Bastion* spell.

(37) Can a *Fossilized* being be harmed while in that state? If so, what happens to them when the spell is dispelled?

A *Fossilized* being is functionally a statue and can be damaged as any other statue might be. When the spell is dispelled, the damage will remain and could easily prove fatal or cause other penalties.

(38) How far away from the caster does a *Phantasm* or *Battlemaster* materialise when summoned?

Unless otherwise specified in the description of the spell, a summoned creature appears at the caster's side.

(39) Is the ability to see through an *Illusion* affected by a person's PERCEPTION?

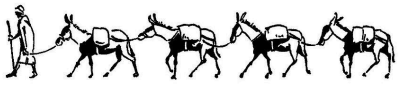
No.

(40) Do you still lose 1 Health Point for forcing a door even if you don't need to make the d20 roll to attempt it? Can you bash down a door with a battleaxe or sledgehammer (or whatever) and not lose any Health Points?

Forcing a door costs 1 Health Point even if your Strength is high enough to avoid the d20 roll. Use of a weapon such as an axe to bash down a door does not cost Health Points, but takes longer – a couple of minutes, rather than as little as one Combat Round.

(41) What happens if you try to carry more than your allowed encumbrance?

Dragon Warriors deliberately tries to simplify encumbrance, so strictly speaking, this is impossible. You can't move if you exceed your encumbrance. The Games Master may allow it under exceptional circumstances, but could certainly reduce movement to a near-standstill as well as inflicting Health Points damage to the character to represent overexertion.



(42) Can equipment be resold for their original price?

This isn't a matter for the rules, but for the GM's judgement based on their knowledge of the circumstances in which the item is being sold. If you can find a buyer they may be willing to pay more than the original price, particularly if in need of an item that cannot be easily found in their area. Sometimes you may not be able to sell an item at any price no matter how low. Remember, most people won't buy items from an itinerant adventurer at full price unless desperate… they'd much rather trust a local trader who they know will be there tomorrow if something goes wrong. As a rule of thumb, you could allow second-hand equipment to be resold at half price.

(43) Can a fighter protect another person with his own shield?

No. Most shields are not designed for this.

(44) Do indirect-attack spells like *Deathlight* count as magical for the purposes of attacking immune beings like Dragons?

Yes.

(45) Will an *Enslaved* being commit suicide if instructed to do so?

Yes, assuming they have the ability and/or a practical means to do so. they won't just drop dead. The will to survive is quite strong, however, and the GM may optionally rule that a second Magic Attack roll is required for obviously suicidal actions.

(46) Does *Dragonbreath*, *Firestorm*, and any other flame-based attack harm the fiery Malgash?

Flame-based attacks do not harm the Malgash.

Spells for the Light Elementalist

James Healey

In the first issues of the Casket of Fays, we were introduced to a new variety of Elementalist. Here we present some new spells for them to bring to Legend.

Bright Eyes 1st Level

Duration: Spell Expiry Roll applies

The Elementalist's eyes become more attuned and can pick out details up to 20m away as if they were but 2m away. They also gain +1 PERCEPTION for every two Ranks they possess.

Geas: After ten uses of this spell the caster's eyes glow gently at nighttime.

Shimmer 3rd Level

Duration: Spell Expiry Roll Applies

This causes the Elementalist to shimmer, causing those within melee range to become disorientated. Whilst the spell is in effect, this adds 1 point to the caster's Armour Factor and reduces any opponent's ATTACK by 2 when attacking within 2.5m.

Geas: The caster is more visible and easier to be seen from a distance, Reduce STEALTH by 4 points. Any opponent using a Thrown or Missile weapon gains +2 ATTACK versus the caster.

Summon Firebird 5th Level

Duration: lasts until an hour before sunset

This spell summons a 'Phoenix' (Bestiary Pg. 59) to fight for the caster. The spell may only be cast outdoors and when the sun is visible.

Geas: After three uses of this spell, a mark appears on the caster's right hand like a scar resembling a Phoenix.

Shielding Orbs 7th Level

Duration: ten minutes or until the last orb disappears.

Upon casting this spell, six shimmering orbs appear, spinning in a circle around the caster. These orbs can deflect blows from melee and missile weapons, but as each blow is intercepted, the effectiveness of the spell is reduced as one of the orbs disappears. For each blow that lands, you must roll 1d6 and get equal to or less than the number of orbs left to deflect the attack.

Geas: Each blow that is not deflected causes an extra point of damage.

Summon the Old Man of the Woods 9th Level

Duration: lasts until either the threat or the Okeman is vanquished.

In ancient times, Light Elementalists were part of the Druidic orders in Ellesland and created Sacred Groves to help use their magic. This spell summons an 'Okeman' (Bestiary Pg. 57) to fight for the caster.

Geas: The spell may only be cast in a Sacred Grove or Stone Circle that is in the woods and has been blessed by Druids.

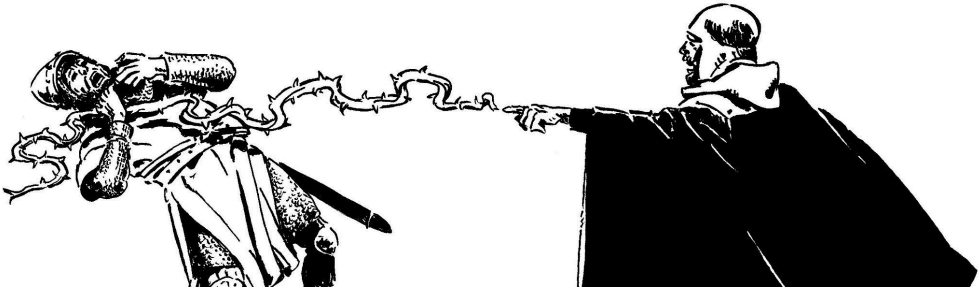
Scourge of Umalu

Nigel Ward

Profession and Rank: Sorcerer 3
Range: 10m
Duration: Instantaneous
Origin: Krarth
Rarity: uncommon in Krarth and the Kingdom of Wyrd, rare in Mercania and the New Selentine Empire, unknown elsewhere

The sorcerer draws on otherworldly ectoplasm to form a pulsating green, thorny, vine-like tendril, which immediately strikes out towards a single target. The tendril strikes with an ATTACK of 19, rolls 1d10 for Armour Bypass and inflicts just 2 points of damage before dissipating into acrid-smelling mist. However the most deadly aspect of the spell is that the thorns are dripping with a deadly venom, which acts as a strong poison.[2]

This spell is reputed to have originated from Krarth,[3] centuries before the Blasting of Spyte, as a means of causing an excruciatingly painful death to armoured warriors.



[2] If using the alternate poison rules presented by Wayne Imlach in "Bites, Stings, and Venomous Things" (Casket of Fays 9, pp. 9-14), then the thorns' deadly venom is rated Strong / Fast / Lethal.

[3] This spell is believed to be related to the Lash (Sorcerer, Level 1; see CoF 4, p. 27) and may have been created by the same Sorcerer.

Mercanian Runesmiths

Chris Jolliffe

The creation of supernatural weapons and armour by certain gifted smiths is a mystical art found throughout the world, but in Mercania, it has its own peculiar method built around magical runes and is said to have been taught to mortals by the dwarves in ages past.

The runesmith, or rúnasmior, creates a piece – armour or a weapon – by a long process of pattern-welding in wild places by moonlight, adding small amounts of precious metals and powdered minerals. No less essential is the story the runesmith tells the piece of whence its elements came, of the smith's own life, and of the purpose for which it is being made. Certain words of this tale are chiselled into the metal exclusively using the native Nikkar runic script – no rúnasmior would agree to use another language. The most vital engraving made is the item's name, which it is believed brings the piece to life.

All this would be largely familiar to any Mystic, although they may consider the process overly complicated and rather superstitious. The time taken would be the same as the production of magical arms and armour of +1, +2, and +3 power.

At this point, the item is magically active but possesses no additional benefit. This is the point where the runesmith adds the runes of power. Mercanian runic weapons and armour do not gain the customary bonuses that other magical items gain, effectively being +0 magical. Instead, a runesmith can add one rune plus another for every +1 that the item would otherwise possess, so a +1 sword could carry two runes, a +3 suit of armour could carry four, etc.

Some runes can only be used with weapons, some only with armour, and some can be added to either. No rune can be added more than once to a single piece, nor do runic effects stack from multiple items.

Runesmiths do not make runic items for outsiders. In the unlikely event of such an item being handed to someone outside the tribe – even another Mercanian – it would be customarily loaned for a task; for one to be actually given would be a rare and high honour indeed. A Mercanian is likely to react rather badly to a foreigner bearing one.

Mercanians will sometimes recover runic weapons and armour from tombs when need arises, customarily involving a perilous meeting with its former owner who will need to be satisfied that the cause is justified or else defeated (such undead may be considered a Wight, Mummy, Spectre, or Wraith at the Gamemaster's discretion). Conditions may be laid, often involving the item's return or passing to a named individual.

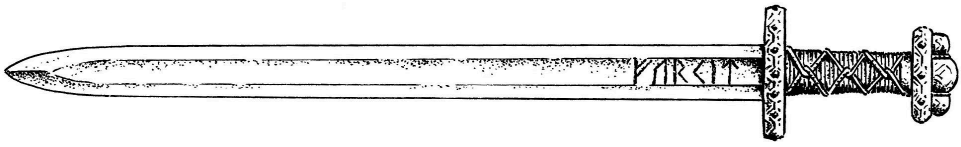
Common runes

Styrk Increases the user's Strength and Reflexes, as the Warlock spell *Enhancement*

Helsú The wielder takes 1 point less damage than normal from wounds. Poisons and Diseases are also weakened by 1 level (strong to medium, medium to weak, etc.)

Hungr Halve the power of Fright Attacks

Eldi The effect is different for weapons and armour; see below



Weapon runes

Sérkun	Adds +2 to ATTACK and DEFENCE with that weapon
Gast	Halves armour rating when rolling Armour Bypass, rounding down.
Sár	For any attack that penetrates armour (or if no armour was present), increase damage by the margin of success (e.g., if a sword rolled 6 on its d8 Armour Bypass against a AF4 mail hauberk, it would add 2 to its damage)
Dauþa	Scores 50% more damage (rounded up) against a particular type of enemy such as class of monster (animal, undead, monster, supernatural, etc., as per Bestiary category), or human by nationality (e.g., Elleslandic, Thulish, or Krarthian).
Drepa	Scores double damage against a particular type of beast or monster (e.g., bears, Elves, vampires, or dragons) or a particular human individual or family
Eldi	The weapon ripples with flickering magical flames, adding 2 to damage and can be used to kindle fire as would a torch. It also illuminates up to 3m away.

Armour and shield runes

Hörku	Increase Armour Factor by 1
Verdu	Damage from indirect-attack spells is halved, before reduction by Armour Factor

Gæslu Increase Magical Defence by 3

Eldi The armour is wreathed in flickering magical flames that inflict 1 HP damage on any attacker who lands a blow whether it pierces the armour or not. They will even fly to those who strike with ranged weapons and indirect-attack magic (SPEED of 14).

Verja Only used for shields, this increases the chance of a shield block by 1 (as the Knight skill Expert Parry).

Note that the runes on a runic shield will only affect the shield itself. Note also that Verdu, Gæslu, and Eldi will not stack if used on both armour and a shield. If used on a shield, Eldi will only work on any blow successfully countered by a shield block or any missile or indirect-attack spell that hits when the shield is raised against it.

Player-character runesmiths

Not all Mercanian smiths capable of fabricating magical equipment are runesmiths; player character Mercanian Mystics and Warlocks can be runesmiths only at the Gamesmaster's discretion, and it should be noted that they cannot make 'normal' magical items. It will typically cost a runesmith 500 florins plus three times the price of the mundane item to fashion a runic piece.

Rhino-Folk

Andrew Wright

You like Rhino-folk – who doesn't, given their Rhinoceros ancestors are rapidly disappearing into extinction upon our own planet! – and you want them in Legend. Out of the Pit (p. 94) lists them as SKILL 8 STAMINA 9 while the core book gives them polearms, a Horn attack, Medium Armour, and a +2 Damage Modifier. Using the mechanical process from earlier in this issue, you come up with the following:

Rhino-folk

Rank-equivalent: 3rd

ATTACK 16	Halberd (d10 +2, 7) or Horn (d6 +2, 6)
DEFENCE 6	Armour Factor: 3
MAGICAL DEFENCE 2	STEALTH 12
EVASION 2	PERCEPTION 6 (Normal)
Movement 8m (16m)	Health Points 2d6 +5

Category: man-like; Number: 1-3; Habitat: open country, underworlds; Typical Treasure: meagre

And there we have it! Thus do Rhino-folk now wander the blistering savannahs of southern Mungoda and the warmer flatlands of the Eastern Steppes. Perhaps there is even a woolier subspecies living in the tundra beyond the Gnawing Waste and occasionally pressed into service as exotic guards and mercenaries by the Magi of Krarth?

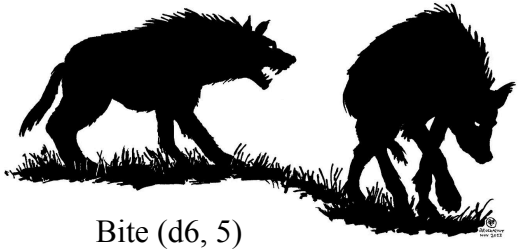
The Yener

Tom Clare

Yener, or grave-wolves, resemble large hunchbacked lupines with oversized heads and ragged, pied pelts. They roam the forests and hills in packs, chuckling like fiends and looking for carrion or easy prey – they are craven beasts and only attack when they are confident of success.

Hungry yener may haunt isolated abodes, sheepfolds, or remote villages, where they patiently track the movements of the inhabitants, waiting for a chance to snatch an unwary victim. Sometimes, they call out in the voices of men, giving excited or fearful cries, even snatches of overheard conversations for they are wonderful mimics. Those who go to investigate are torn to pieces by the creatures: the powerful jaws of the Yener are capable of splintering ox bones.

The peasantry treat yener with a superstitious dread, telling how they lure children away from their homes, ambush lone travellers, and, most foully, dig up recent graves in quest of ripe meat. The Church, too, sees the yener as an enemy of God; the beasts have been known to lair in lonely sepulchres where they can devour the bodies of the shriven dead at their leisure.



The Yener

Rank Equivalent: 1st	
ATTACK 16	Bite (d6, 5)
DEFENCE 3	Armour Factor 0
MAGICAL DEFENCE 1	STEALTH 16
EVASION 3	PERCEPTION 11 (elfsight)
Health Points 1D6 +6	Movement: 12m (25m)

Encounter:

Marching ahead of a heavy snowstorm the party take shelter in a seemingly deserted hamlet. Perceptive PCs will notice that several of the graves in the nearby burial ground yawn open. The falling snow and frozen ground prevent any other traces from being found.

Inside the cottages, pots of soup hang half-frozen over cold hearths (though anyone stirring the ashes will still find a few dying embers), looms stand threaded but abandoned, blades lie waiting by the whetstone. A mournful lowing comes from one latched but unbarred cottage, and inside, a thin cow will be found in the byre of the lower level, asking to be milked.

Hidden amongst the hay are a terrified girl, Egrid, and her younger brother, Gotric. If she can be enticed to speak, she will tell of the spirits of the snow who called their family outside one by one and carried them off (she actually has very little idea what has happened to their family, only that last night the others left in response to the voices and never returned).

As night falls, the blizzard hits and the yener – numbering a few more than the PCs in the party – will approach the hamlet again, looking for more prey. They will wait in the darkness and call out stolen phrases in different voices, trying to trick the PCs into leaving wherever they have holed up and coming outside. Among the phrases they have learned are:

"Hello inside!"
"Alms for a poor pilgrim!"
"Is there somebody there?"
"Step into the light that I might see you."
"A poor Yuletide, this."

The brutes have no understanding of what the phrases mean, but they have enough cunning to use them at more or less appropriate moments. They

will also pick out any useful comments they overhear the PCs saying to each other and use them again, imitating the speaker's voice.

Yener are barely more formidable than wolves, but they are strategic. They only attack lone PCs, and will use their numbers to try and finish them off quickly; each time a yener is injured, there is a 1-in-3 chance the pack will withdraw to lick their wounds for a time. Due to the darkness and the blizzard, the PCs will barely be able to make out what they are fighting – they will only have an impression of misshapen shadows leaping at them, yellow eyes shining in the lantern light, and enormous teeth. The GM should keep the beast's true nature as obscure as possible.

The blizzard will make it easy to split the party, too; anyone who doesn't specify that they are keeping very close to another party member will quickly get separated and lost. The snow distorts sound, too, enough that players must roll under their character's Intelligence in order to correctly perceive the direction from which a noise came; on a fail they head off into the wrong direction (unless the party came up with a good plan to avoid getting lost in the storm prior to coming outside, they must make Intelligence rolls to find the cottage they were sheltering in again, too). A character's comrades might thus hear them being attacked close by and not be able to come to their aid.

If the yener don't manage to finish anyone off by 2 a.m., they will start trying to break into Egrid's cottage, testing each wallboard for weakness. One of the boards in the back of the byre is rotten, and the yener will feint an attack on the door before one of their number bursts in through here, grabs the cow or one of the children, and drags them out into the night.

The blizzard will die down about an hour before dawn, and the yener will slink back into the wastes, dragging off whatever corpses they have been able to seize.

The Volucreth for Advanced Fighting Fantasy

Andrew Wright

Earlier in this issue, I outlined converting unique Legend creatures into Titan alternatives with which to hound and vex your Advanced Fighting Fantasy Heroes. What about going the other way? Take for example, those iconic angry parrot-people, the Volucreth. Using the process in reverse would yield the following stat-block for AFF:

SKILL: 8
STAMINA: 8
ATTACKS: 1
WEAPON: Greatsword
ARMOUR: Medium Armour
DAMAGE MODIFIER: +1 to Damage Roll

HABITAT: Jungle
NUMBER ENCOUNTERED: 1 or 1-6
TYPE: Bird/Humanoid
REACTION: Hostile
INTELLIGENCE: Average-High

And, hey presto! You now have another aggressive humanoid race from the humid southern lands, alongside Rhino-folk, Lizard Men (and Women), and the Caarth snake people, with which to cause havoc in the hotter regions of Titan.

Bizur: a Port Town in Outremer

Brock

This was written for my Dragon Warriors campaign, which assumed that Ibrahim is sited somewhat inland from the Sea of Lament (as appears to be the case in Dragon Warriors book 6, p. 263) and I had Bizur as the nearest port to that great city. The newer edition of Dragon Warriors appears to have moved Ibrahim to the coast; if that is the map you're working from, then you can simply use this town as any moderately prosperous port between Ibrahim and Asun.

Bizur stands on the eastern coast of the Sea of Lament, just south of the point where the Zekhen River flows into the sea. Between the town and the river, and stretching some way around to the east of the town, are a number of salt-evaporation pans that generate considerable revenue for the Knight Capellars who control the town.

The town also functions as a port and an important stop on the land route north from Asun and Hakbad. Traces of an ancient, possibly Perasic, settlement lie to the south of the current town, which was first built during the Selentine Empire. Being the principal link between Ibrahim and the sea, Bizur remains a thriving port with strong links to the Holy City. Its Selentine origins can still be seen in the regular layout of its main roads, but very little else remains.

One remnant of the city's Selentine origins is an underground system of 'qanats' that brings water to the city from the high ground to the east. Some buildings have running water, while several fountains provide fresh water for the population. Several buildings (the castle among them) have deep wells that provide them with their own source of fresh water.

1. Bizur Castle. Also known as "Blanche Garde" (White Guard), the castle was originally a Ta'ashim fort but the Crusaders quickly enlarged it and the

Knight Capellars, who now own the castle, have continued to improve its defences so that it is now considered impregnable.

The castle is the headquarters of Ernault de Rochefort, Master of the Knight Capellars in Bizur. Most of the day-to-day business is dealt with by the Grand Commander (or Seneschal), Gilbert d'Artan. The man who controls the Capellars' finances is the Treasurer, Orderic de Mercilon.

2. Governor's House. A stone two-storey house with adjoining stables and ancillary buildings. The Governor of Bizur, Evermund of Igarta, deals with local issues but defers to the Master or Seneschal of the Knights Capellar for any important decisions. His main duties are to ensure the docks and markets run in an orderly manner, and that traders pay their dues.

The Governor is also the head of the town militia, which is comprised of local people armed with staffs and shortswords. They don't need barracks but report to the Governor's House for orders.

3. Basilica of Saint Aparax. An old and substantial rectangular building roofed in red tiles, with colonnaded porticoes on each side and a small belfry tower. The small windows high in the central aisle give light while keeping the building cool even in the hottest weather.

4. South Gate. A wooden bridge crosses the rock-cut ditch leading to a square stone tower equipped with a portcullis and slot machicolations. A little to the south of the gate are a couple of caravanserais where merchant caravans can stop before entering the town.

5. Great Tower. The remains of an old Selentine theatre have been incorporated into the city walls, its former exits blocked up to create a significant bastion (earning its inaccurate name). While the seating area

remains in fairly good condition, the stage is ruinous and virtually nothing remains of the back-scene (or *scaenae frons*).

The main *qanat* supplying the town's water passes just below the surface of the town ditch between the South Gate and the Old Theatre. An observant person might note the ditch is slightly shallower (4m) at this point, but the gentle incline means this is far from obvious.

6. Cattle Market. A large open space divided by pens where cattle are traded.

7. The Stream of Leather. A large, well-kept inn with adjacent stables that also benefits from a glorious sea view. It is a two-storey building, with the upper floor surrounded by a wooden, decorated enclosed balcony (a *mashrabiya*) adding to the comfort of the upper rooms (which cost more). The owner, Gulzar, is very talkative and proud of his inn's reputation as a pleasant place to stay. He is wealthy enough to hire a large, dark-skinned Mungodan called Esham to keep order when patrons get too unruly.

8. Great Baths. While Bizur has several small bath houses (or hammams), none rival the Great Baths in size or splendour. Originally built in the latter days of the Selentine Empire, they have been well-maintained and even remodelled. There are separate entrances for men and women, with both areas being kept strictly separate.

9. East Gate. A wooden bridge crosses the rock-cut ditch leading to a square stone tower equipped with a portcullis and slot machicolations. Unlike the North and South gates, this gate is principally used by locals and can be fairly quiet (except on market days).

10. Church of the Saviour Redeemer. The unusual appearance of this church (domed, with two minarets) comes from the fact this was previously a mosque that was converted into a church when Bizur fell to

the Crusaders. The Ta'ashim decorations have been replaced with True Faith images and the minarets have been converted into bell towers.

11. The Scent of Rose Petals. A large, average-quality inn with a couple of luxurious rooms on the upper floor. The innkeeper is a dark-haired Asmulian called Aloro, but the food is local cuisine.

12. The Welcome Arrival. An inn catering principally for those who have just got off a ship or are waiting to board. The ground floor is a large, open area with a vaulted ceiling supported by squat, square pillars. The rooms (upstairs) are cheap but spartan. The innkeeper is Holt, a large, nearly bald, former Crusader from northern Ellesland.

13. Church of Saint Hermina the Martyr. An old stone church in a walled compound with a small adjacent nunnery. The church is built above an old underground Selentine reservoir that forms part of the town's water system.

14. The Great Market. Also known as the Souq May'n, this area is a warren of covered streets and alleyways. Most alleys are roofed over with boards set about a half inch apart, allowing light to filter though, but keeping the heat out. Closest to the harbour are the fish and grain markets, with other goods sold further back from the seafront.

The market crowd is a mixture of fair-skinned Coradians, bearded Beremites, local Faithful, Ta'ashim and dark-skinned Mungodans, all dressed alike in turbans and burnouses (loose-fitting cloaks with broad sleeves). Veiled women pass through the crowd here and there, the men giving them a wide berth. Occasionally a Crusader will pass by, staring about them with undisguised mistrust…

15. Harbour. The small bay provides limited protection from storms, and several wooden piers jut out from the waterfront to allow more ships to dock. Visitors arriving at the harbour would be greeted by the usual smells

of a port: salty sea air and freshly caught fish, overlaid with more pungent odours from the nearby Great Market – heavily perfumed women, roasting meats, yeasty bread, and burning incense.

On the docks themselves lie sawn logs of ebony (harvested from the forests of Mungoda), cedar, and oak; piles of salted herring and sardines are picked over by fussing fishmongers; while a steady stream of pilgrims alight from boats bringing them to the Holy Land.

16. Great Stables. Built against the north wall, on either side of the North Gate, are the stables of the Knights Capellar. This large complex contains permanent stabling for over 200 animals, including warhorses, smaller horses for light cavalry or pack animals, draught oxen, and even camels. The complex contains wells, drainage systems, grain chutes, tethering points, and rooms for storage, offices, and accommodation. The North-East Tower contains the living quarters of the Marshal of the Knights Capellar in Bizur, Sir Kadog of Klodour, a broad-shouldered Algandarve knight.

17. Compound of the Free Companies. Recently built barracks compound that houses two mercenary companies that operate with the sanction of the Governor. The companies are:

The Scarlet Blades – a troop of about 50 who wear red and white surcoats who are led by Agul, a massive bearded veteran from the Azure Coast. They support the town militia in guarding the harbour as well as offering protection to caravans.

Razhul's Eagles – a smaller unit who dress mainly in black and yellow. Their main income is from escorting caravans to Asun. Razhul is a Ta'ashim who has, with much effort, gained the acceptance of the Governor and the Capellars. They are not particularly trusted, but their ability to travel into Ta'ashim lands has made them useful.

18. North Gate. A wooden bridge crosses the rock-cut ditch leading to a square stone tower equipped with a portcullis and slot machicolations. Behind the North Gate are the Great Stables, so there are always a couple of sergeants of the Knight Capellars on duty at this gate.

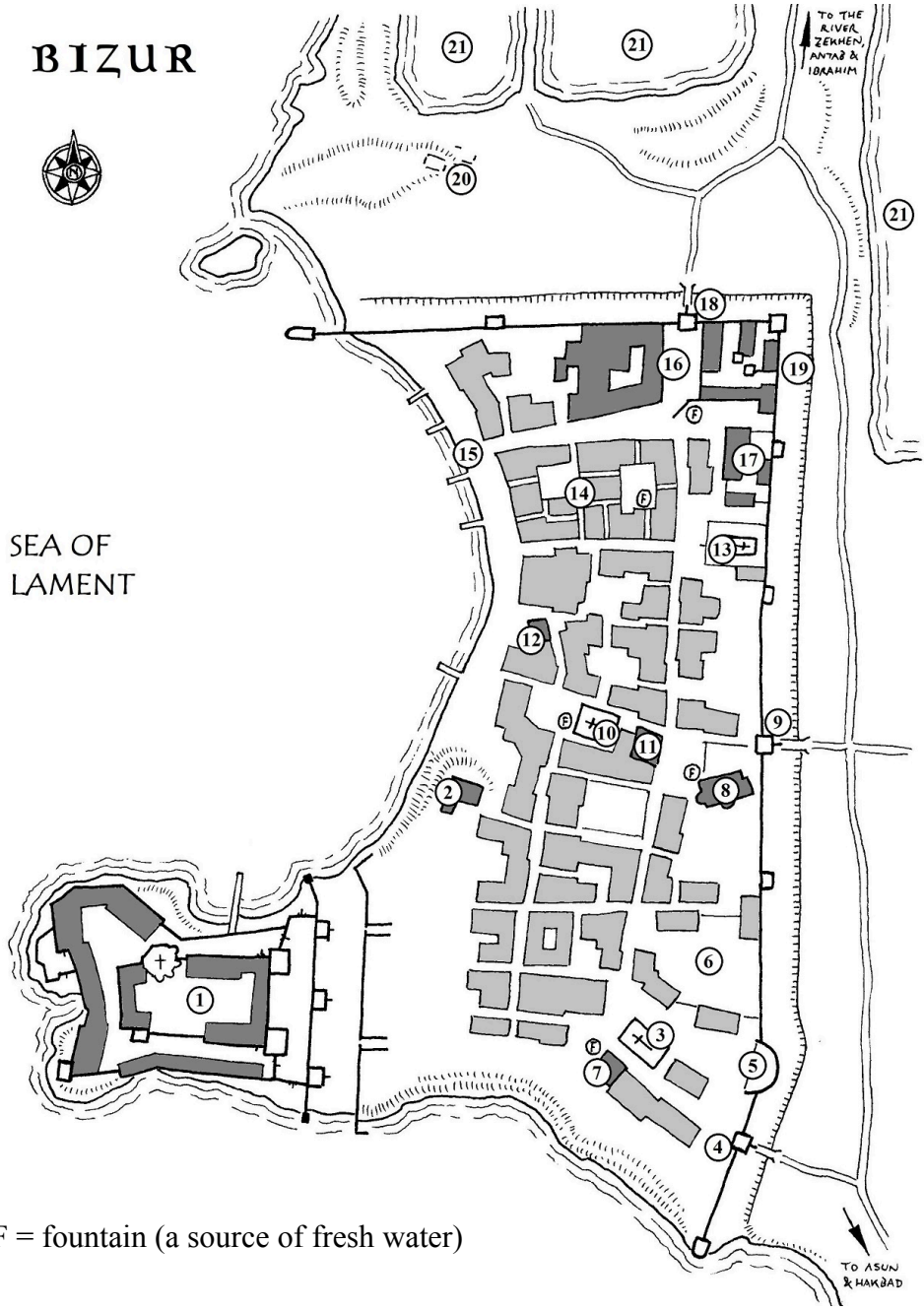
19. Town Ditch and Ramparts. The walls around the town are 6m high and 4m thick. They are reinforced by solid square towers that rise a further 4m above the height of the walls. In front of the town walls is a broad rock-cut ditch, varying between 20m and 30m across and 5m deep (making the walls 11m high from the bottom of the ditch).

20. Ruined Temple. The remains of a Selentine temple stand on a stone podium built at the eastern end of a low ridge. The building lacks a roof, but the rectangular, pilastered walls, surrounded by columns, still stand to their original height of nearly 10m. Some columns have fallen but two dozen remain standing. Popular belief is that the old god still watches over his temple, although this is mocked as superstitious nonsense by the Coradian knights (who, nevertheless, appear unwilling to visit the site). There are traces of other buildings at the foot of the rise, below the old ruined temple.

21. Salt Evaporation Pans. The flat land lends itself to the production of salt. These pans are a valuable source of income and also serve as an extra line of defence for the town on its northern side.

Note: the Scarlet Blades and Razhul's Eagles are part of Ibrahim's Docklands described by Damian May in the old Dragon Warriors Wiki.[4] *Here, I have simply moved the docks over to the seaside.*

[4] The Dragon Warriors Wiki no longer exists, but its contents were salvaged and re-posted in the Cobwebbed Forest. Damian May's original description of the Holy City in its original form can be found on pages 167 to 172 in Volume 4 - the Lands of Legend: https://www.cobwebbedforest.co.uk/WikiArchive.php



F = fountain (a source of fresh water)

Note that this is a basic plan and does not show every backyard and alley. GMs should feel free to add bits and pieces as best suits their game.